

2016 Bronco Rules

The Bronco division is to offer the more advanced player an environment to enhance Individual baseball skills by playing at a more competitive level; and to learn new baseball skills, with an emphasis on teamwork, good sportsmanship, and playing a style of game close to full baseball rules. Game scores and team standings are kept during the Regular Season.

GENERAL RULES:

1. The following field dimensions will be used:
 - Pitching Distance 50 feet
 - Base Distances 70 feet
2. The number of teams will be determined based on a combination of Manager/Coach Volunteers and registered players.
3. The Home team is required to provide two (2) new league issued baseballs per game.
4. The baseball bat shall not be more than thirty-three (33) inches in length, nor more than two and five-eighths (2 5/8) inches in diameter, with a drop weight limit up to and including -10. The baseball bat **must** have the 1.15 BPF marking or stamp, BBCOR marking or stamp, or be a wood bat.
5. The Home Team is responsible for field setup and takedown.
6. The Home Team will be assigned the bench along the third base line. The Away team will be assigned the bench along the first base line.
7. No live batting practice will be permitted on the field within 60 minutes of the scheduled starting time of a game, with the exception of whiffle balls. There will be no "soft toss" batting practice into any fences with the exception of whiffle balls. Teams may use an instant fence or hitting screen in the outfield.
8. Both team Managers are responsible for keeping a Scorebook/Tablet Game Changer for each game. It is the responsibility of both Scorebook keepers to check periodically with each other to be certain that the game score and the number of innings pitched by each player are correctly recorded at all times.
9. A team shall have no more than four (4) coaches on the field/in the dugout at any time.
- 10. Only team Managers may discuss a call with an umpire. All judgment calls are Final. Balls and strikes may not be disputed. No protests are allowed.**
11. Both teams are responsible for the cleanliness of the Field, Dugouts, and Bleachers after the game.
12. Managers, coaches, players and parents shall exhibit good sportsmanship at all times. Any action to taunt, intimidate or degrade opposing managers, coaches, players, parents or umpires will not be tolerated.
13. Any manager, coach, or player ejected from a game will be suspended for the next game. They will not be allowed in the dugouts, stands or along the fences. Suspensions cannot be appealed.
14. Players will not throw bats, helmets or any other equipment to display anger, frustration or displeasure. Violators may be removed from the game, at the discretion of the umpire.
15. Influencing the umpires, for example, yelling "safe" or "out" before the umpire makes

a call or openly questioning or complaining about the umpire's call, will not be tolerated.
16. Teams must be ready to start their game 15 minutes early, in the event that the game prior to their game ends early.

GAME RULES:

2015 – 16 IHSA Rules will apply with the following exceptions:

1. A regulation game consists of 7 innings. Before each game, the Managers and Umpire will agree on the official start time. No new inning can begin after 1 hour 45 minutes from the start of the game. An inning is considered new once the third out of the prior inning is made. Once an inning is started, it must be completed regardless of the time limit.
2. If a team will have less than 9 players for a game the Manager may use call-up players from the Mustang Division. Call-Up players must play in the outfield and be placed at the end of the batting order.
3. If the umpire does not show for the game and both teams cannot agree upon another umpire, the game will be rescheduled.
4. Eight (8) players are required to start an official game. In the event that a team does not have 8 players at start time, the game will be delayed up to 15 minutes. If the team still does not have 8 players after the 15 minute delay expires, an effort will be made to reschedule.
5. All games started that are stopped for any reason by the umpire are considered to be suspended games unless the game has progressed to the point of being considered a complete game (4½ innings with the home team in the lead or 5 innings with the away team in the lead).
6. If an inning commences, but the results of the game are still undecided and can not be completed (i.e. rain, darkness, etc.), the game will be suspended. The managers should note the exact situations in play including pitchers, base runners, batting order, etc. and report it to the Division Director. The suspended game will be completed if possible, per the schedule.
7. Under no circumstance will a tie game score revert back to the last completed inning to determine the final outcome.
8. Slaughter rule is twelve (12) runs after four (4) innings or ten (10) runs after five (5) innings.
10. A continuous line-up with free substitution will be used. (Exception: Any player once removed from pitcher, cannot return as a pitcher. Any player, who pitches more than two (3) innings in a game, cannot return as a catcher once removed from pitcher).
11. If a player arrives late, he must be placed at the end of the batting order.
12. No player can sit on the bench for more than one consecutive defensive inning. Any player that sits out one (1) inning is required to play in the field the next full inning. All players must play at least five (5) full innings in the field per game. Late arriving players will play an appropriate, prorated amount of innings.
13. When a position in the batting order is vacated by **(a)** a player removed from the game by the umpire or **(b)** becomes ill or injured and is not able to take their scheduled turn at bat, an out will only be recorded for that position in the batting order if the total number of batters for that team drops to less than nine (9) players. In the event that the injured/ill player is able to continue the game they may be entered back into the game

only in their original position in the batting order.

14. Bunting is allowed. Batters who show bunt must either bunt or take the pitch. Any batter who fakes a bunt and swings away will be automatically out.

15. Lead-offs are allowed.

16. Stealing is allowed of all bases.

17. A batter may not swing during an attempted steal of home. If a batter swings, both the runner and batter will be called out.

18. There is a slide or avoid contact rule. All players must avoid contact, unless sliding.

19. Head first slides are only allowed if going back to a base. If not going back to a base, the runner is out for sliding head first.

20. Runners must avoid contact at all times.

21. All batters are expected to run the bases.

22. A courtesy runner (last batted out) is mandatory for the catcher and optional for the pitcher after there are two (2) outs only. A courtesy runner may relieve only the pitcher and catcher of the following inning.

23. A pinch runner is allowed only in the case of injury to a player, and must be the last batted out. The pinch runner must be reported to umpire and opposing team coach.

24. Infield fly rule is in effect.

25. Fielders cannot "fake" a tag on a runner.

26. A defensive player shall not obstruct or interfere with a runner (i.e., fake tag) or stand on a base or baseline if the defensive player does not have the ball in his possession. If, in the judgment of the umpire, this has occurred, the base runner will be awarded the base deemed appropriate by the umpire.

27. Dropped third strike rule is in effect.

28. The umpire has the authority to call balls and strikes if he/she feels a team is purposely attempting to delay a game.

29. Intentional walks are allowed and will be issued immediately by the Umpire without any pitches being thrown by the pitcher.

30. Managers/Coaches are responsible for knowing and following the rules. Umpires are responsible for interpreting and enforcing the rules. Umpire's judgment is Final. No protests are allowed.

PITCHING RULES:

1. Players are limited to no more than three (3) innings pitched per day. If more than one game is played in a day, the three inning max can be split between the total number of games played that day. Any player, who pitches more than two (2) innings in a game or day, is required to have two (2) calendar days of rest.

2. An inning is defined as when a pitcher records three (3) consecutive outs.

3. Any player once removed from pitcher, cannot return as a pitcher.

4. Any player, who pitches three (3) innings in a game (9 outs), cannot return as a catcher once removed from pitcher.

5. There will be no "quick pitch". The batter will be allowed to get set in the batter's box and the pitcher will come to a set position before he pitches the ball.

6. The manager may make two (2) visits to the mound per pitcher per inning. On the

third visit, the pitcher must be removed. There is a maximum of three (3) manager visits per pitcher in a game. On the 3rd visit by the manager to the same pitcher, the pitcher must be replaced. (Visits due to injury do not count toward the 3 visit maximum).

7. Balks will be called and enforced. There will be one warning per pitcher before a balk is enforced.

9. A pitcher must be removed after hitting two (2) batters in a game.

10. Eight (8) warm-up pitches for new pitchers. Four (4) warm-up pitches are allowed between innings. At the discretion of the Umpire, the number of warm-up pitches allowed will be extended if playing conditions dictate the necessity of additional warmup time.

11. When the bases are unoccupied, the pitcher shall deliver the ball to the batter within twenty (20) seconds after the pitcher receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call a Ball.

12. No breaking of the wrist will be allowed.

SAFETY RULES:

1. **No Metal Spikes allowed** and a protective cup must be worn to play.

2. A batter must wear a batting helmet when batting, on deck and as a base runner.

3. All players should remain on the bench if they are not playing in the field, taking their turn at bat or on deck. The only other people on the bench are designated coaches or the team parent.

4. No jewelry (watches, earrings, necklaces, wrist and ankle bracelets, chains, rings, etc.) will be worn during warm-ups and during games with the exception of medical alert identification.

5. No player may warm-up a pitcher without wearing a catcher's mask.

6. Pitchers may not wear wristbands, **white** three quarter or long sleeve undershirts when they are pitching.

7. No Food allowed in the dugout/bench area.

8. NO Straight Stealing Of Home. RUNNERS MAY ONLY ADVANCE HOME ON A PASSED BALL OR WILD PITCH

RAINOOTS AND LIGHTNING:

1. After consultation with the umpire and both managers, a determination will be made if the field is playable; and for any and all subsequent games scheduled later that day, or in calling of a game that has already started.

2. All attempts will be made to reschedule Rainouts.

3. When lightning is sighted or when the lightning detection siren goes off, the game will be immediately suspended. Players and Coaches will immediately retreat to safety (e.g. car, building, etc.). After 30 minutes of no detected lightning or when the lightning detection all-clear siren goes off, play can resume. If lightning is sighted again (after the 30 minute period), the game shall be called.

CALL-UP RULES:

1. If a team will have less than 9 players, a call up player from the given community's Mustang roster may be used.

2. Players must be available - they cannot miss any part of their own team's scheduled practices or games that day.

3. Players will wear their team uniform.

4. Call-up players must play the field a minimum of five innings.
5. Players must bat last in the line-up.
6. Players must play outfield only.
7. If more players are called up than can play the outfield (i.e. the outfield gets filled with call-ups first), then they can play any infield position **except** pitcher or catcher.
8. If the regular player(s) show up, they will be added to the batting order after the call-up player(s).
12. If the regular player(s) show up, the call-up player(s) must be left in the rotation for the duration of the game (batting and fielding).

NOTE: Please remember this is still instructional level Baseball; we are developing the younger players.

PLEASE MAKE SURE TO ALTERNATE CALL-UPS. In other words, you should not use the same player each time. All eligible call-up players must be given an equal chance to play up.